

1. algorithm

`#include <algorithm> #include <numeric>`

Algo	Params	Funcion
sort, stable_sort	f, l	ordena el intervalo
nth_element	f, nth, l	void ordena el n-esimo, y particiona el resto
fill, fill_n	f, l / n, elem	void llena [f, l) o [f, f+n) con elem
lower_bound, upper_bound	f, l, elem	it al primer / ultimo donde se puede insertar elem para que quede ordenada
binary_search	f, l, elem	bool esta elem en [f, l)
copy	f, l, resul	hace resul+i=f+i $\forall i$
find, find_if, find_first_of	f, l, elem / pred / f2, l2	it encuentra i $\in [f, l)$ tq. i=elem, pred(i), i $\in [f2, l2)$
count, count_if	f, l, elem/pred	cuenta elem, pred(i)
search	f, l, f2, l2	busca [f2, l2) $\in [f, l)$
replace, replace_if	f, l, old / pred, new	cambia old / pred(i) por new
reverse	f, l	da vuelta
partition, stable_partition	f, l, pred	pred(i) ad, !pred(i) atras
min_element, max_element	f, l, [comp]	it min, max de [f, l)
lexicographical_compare	f1, l1, f2, l2	bool con [f1, l1] i [f2, l2]
next/prev_permutation	f, l	deja en [f, l) la perm sig, ant
set_intersection, set_difference, set_union, set_symmetric_difference,	f1, l1, f2, l2, res	[res, ...) la op. de conj
push_heap, pop_heap, make_heap	f, l, e / e /	mete/saca e en heap [f, l), hace un heap de [f, l)
is_heap	f, l	bool es [f, l) un heap
accumulate	f, l, i, [op]	$T = \sum / \text{oper de } [f, l)$
inner_product	f1, l1, f2, i	$T = i + [f1, l1) \cdot [f2, \dots)$
partial_sum	f, l, r, [op]	$r+i = \sum / \text{oper de } [f, f+i) \forall i \in [f, l)$
__builtin_ffs	unsigned int	Pos. del primer 1 desde la derecha
__builtin_clz	unsigned int	Cant. de ceros desde la izquierda.
__builtin_ctz	unsigned int	Cant. de ceros desde la derecha.
__builtin_popcount	unsigned int	Cant. de 1's en x.
__builtin_parity	unsigned int	1 si x es par, 0 si es impar.
__builtin_XXXXXXll	unsigned ll	= pero para long long's.

2. Estructuras

2.1. RMQ (static)

Dado un arreglo y una operacion asociativa *idempotente*, get(i, j) opera sobre el rango [i, j). Restriccion: $LVL \geq \text{ceil}(\log n)$; Usar [] para llenar arreglo y luego build().

```

1 struct RMQ{
2     #define LVL 10
3     tipo vec[LVL] [1<<(LVL+1)];
4     tipo &operator[] (int p){return vec[0][p];}
5     tipo get(int i, int j) { //intervalo [i,j)
6         int p = 31-__builtin_clz(j-i);
7         return min(vec[p][i], vec[p][j-(1<<p)]);
8     }
9     void build(int n) { //O(n log n)
10        int mp = 31-__builtin_clz(n);
11        forn(p, mp) forn(x, n-(1<<p))
12            vec[p+1][x] = min(vec[p][x], vec[p][x+(1<<p)]);
13    }
};

```

2.2. RMQ (dynamic and lazy)

```

1 //Dado un arreglo y una operacion asociativa con neutro, get(i, j) opera
   sobre el rango [i, j).
2 typedef int Elem; //Elem de los elementos del arreglo
3 typedef int Alt; //Elem de la alteracion //
4 #define operacion(x,y) x+y
5 const Elem neutro=0; const Alt neutro2=0; //
6 #define MAXN 100000
7 struct RMQ{
8     int sz;
9     Elem t[4*MAXN];
10    Alt dirty[4*MAXN]; //las alteraciones pueden ser de distinto Elem //
11    Elem &operator[] (int p){return t[sz+p];}
12    void init(int n){ //O(n log n)
13        sz = 1 << (32-__builtin_clz(n));
14        forn(i, 2*sz) t[i]=neutro;
15        forn(i, 2*sz) dirty[i]=neutro2; //
16    }
17    void updall(){ //O(n) //para lazy limpiar dirty!
18        dfor(i, sz) t[i]=operacion(t[2*i], t[2*i+1]);}
19    void push(int n, int a, int b){ //propaga el dirty a sus hijos //

```

```

20 if(dirty[n]!=0){
21     t[n]+=dirty[n]*(b-a); //altera el nodo
22     if(n<sz){
23         dirty[2*n]+=dirty[n];
24         dirty[2*n+1]+=dirty[n];
25     }
26     dirty[n]=0;
27 }
28 }
29 Elem get(int i, int j, int n, int a, int b){ //0(lgn)
30     if(j<=a || i>=b) return neutro;
31     push(n, a, b); //corrige el valor antes de usarlo/**
32     if(i<=a && b<=j) return t[n];
33     int c=(a+b)/2;
34     return operacion(get(i, j, 2*n, a, c), get(i, j, 2*n+1, c, b));
35 }
36 Elem get(int i, int j){ return get(i, j, 1, 0, sz); }
37 //altera los valores en [i, j) con una alteracion de val
38 void alterar(Alt val, int i, int j, int n, int a, int b){ //0(lgn)**
39     push(n, a, b);
40     if(j<=a || i>=b) return;
41     if(i<=a && b<=j){
42         dirty[n]+=val;
43         push(n, a, b);
44         return;
45     }
46     int c=(a+b)/2;
47     alterar(val, i, j, 2*n, a, c), alterar(val, i, j, 2*n+1, c, b);
48     t[n]=operacion(t[2*n], t[2*n+1]); //por esto es el push de arriba
49 }
50 void alterar(Alt val, int i, int j){ alterar(val, i, j, 1, 0, sz); } /**
51 void set(int p, tipo val){ //0(lgn) //No usar con lazy!!
52     for(p+=sz; p>0 && t[p]!=val;){
53         t[p]=val;
54         p/=2;
55         val=operacion(t[p*2], t[p*2+1]);
56     }
57 }
58 }rmq;

```

2.3. Fenwick Tree

```

1 //For 2D threat each column as a Fenwick tree, by adding a nested for in
  each operation
2 struct Fenwick{
3     static const int sz=1000001;
4     tipo t[sz];
5     void adjust(int p, tipo v){ //valid with p in [1, sz), 0(lgn)
6         for(; p<sz; p+=(p&-p)) t[p]+=v; }
7     tipo sum(int p){ //cumulative sum in [1, p], 0(lgn)
8         tipo s=0;
9         for(; p; p=(p&-p)) s+=t[p];
10        return s;
11    }
12    tipo sum(int a, int b){ return sum(b)-sum(a-1); }
13    //get largest value with cumulative sum less than or equal to x;
14    //for smallest, pass x-1 and add 1 to result
15    int getind(tipo x) { //0(lgn)
16        int idx = 0, mask = N;
17        while(mask && idx < N) {
18            int t = idx + mask;
19            if(x >= tree[t])
20                idx = t, x -= tree[t];
21            mask >>= 1;
22        }
23        return idx;
24    }
};

```

2.4. Union Find

```

1 struct UnionFind{
2     vector<int> f; //the array contains the parent of each node
3     void init(int n){ f.clear(); f.insert(f.begin(), n, -1); }
4     int comp(int x){ return (f[x]==-1?x:f[x]=comp(f[x])); } //0(1)
5     bool join(int i, int j) {
6         bool con=comp(i)==comp(j);
7         if(!con) f[comp(i)] = comp(j);
8         return con;
9     }
};

```

2.5. Disjoint Intervals

```

1 bool operator< (const ii &a, const ii &b) { return a.fst<b.fst; }
2 //Stores intervals as [first, second]
3 //in case of a collision it joins them in a single interval
4 struct disjoint_intervals {

```

```

5  set<ii> segs;
6  void insert(ii v) { //0(lgn)
7      if(v.snd-v.fst==0.) return; //0JO
8      set<ii>::iterator it,at;
9      at = it = segs.lower_bound(v);
10     if (at!=segs.begin() && (--at)->snd >= v.fst)
11         v.fst = at->fst, --it;
12     for(; it!=segs.end() && it->fst <= v.snd; segs.erase(it++))
13         v.snd=max(v.snd, it->snd);
14     segs.insert(v);
15 }
16 };

```

2.6. RMQ (2D)

```

1  struct RMQ2D{
2      static const int sz=1024;
3      RMQ t[sz];
4      RMQ &operator[](int p){return t[sz/2+p];}
5      void build(int n, int m){ //0(nm)
6          forr(y, sz/2, sz/2+m)
7              t[y].build(m);
8          forr(y, sz/2+m, sz)
9              forn(x, sz)
10                 t[y].t[x]=0;
11          dforr(y, sz/2)
12              forn(x, sz)
13                 t[y].t[x]=max(t[y*2].t[x], t[y*2+1].t[x]);
14      }
15      void set(int x, int y, tipo v){ //0(lgm.lgn)
16          y+=sz/2;
17          t[y].set(x, v);
18          while(y/=2)
19              t[y].set(x, max(t[y*2].t[x], t[y*2+1].t[x]));
20      }
21      //0(lgm.lgn)
22      int get(int x1, int y1, int x2, int y2, int n=1, int a=0, int b=sz/2){
23          if(y2<=a || y1>=b) return 0;
24          if(y1<=a && b<=y2) return t[n].get(x1, x2);
25          int c=(a+b)/2;
26          return max(get(x1, y1, x2, y2, 2*n, a, c),
27                     get(x1, y1, x2, y2, 2*n+1, c, b));
28      }

```

```

29 };
30 //Example to initialize a grid of M rows and N columns:
31 RMQ2D rmq;
32 forn(i, M)
33     forn(j, N)
34         cin >> rmq[i][j];
35 rmq.build(N, M);

```

2.7. Big Int

```

1  #define BASEXP 6
2  #define BASE 1000000
3  #define LMAX 1000
4  struct bint{
5      int l;
6      ll n[LMAX];
7      bint(ll x=0){
8          l=1;
9          forn(i, LMAX){
10             if (x) l=i+1;
11             n[i]=x%BASE;
12             x/=BASE;
13         }
14     }
15     bint(string x){
16         l=(x.size()-1)/BASEXP+1;
17         fill(n, n+LMAX, 0);
18         ll r=1;
19         forn(i, sz(x)){
20             n[i / BASEXP] += r * (x[x.size()-1-i]-'0');
21             r*=10; if(r==BASE)r=1;
22         }
23     }
24     void out(){
25         cout << n[l-1];
26         dforr(i, l-1) printf("%6.6llu", n[i]); //6=BASEXP!
27     }
28     void invar(){
29         fill(n+1, n+LMAX, 0);
30         while(l>1 && !n[l-1]) l--;
31     }
32 }
33 };

```

```

34 bint operator+(const bint&a, const bint&b){
35     bint c;
36     c.l = max(a.l, b.l);
37     ll q = 0;
38     forn(i, c.l) q += a.n[i]+b.n[i], c.n[i]=q %BASE, q/=BASE;
39     if(q) c.n[c.l++] = q;
40     c.invar();
41     return c;
42 }
43 pair<bint, bool> lresta(const bint& a, const bint& b)    // c = a - b
44 {
45     bint c;
46     c.l = max(a.l, b.l);
47     ll q = 0;
48     forn(i, c.l) q += a.n[i]-b.n[i], c.n[i]=(q+BASE) %BASE, q=(q+BASE)/
49         BASE-1;
50     c.invar();
51     return make_pair(c, !q);
52 }
53 bint& operator-= (bint& a, const bint& b){return a=lresta(a, b).first;}
54 bint operator- (const bint&a, const bint&b){return lresta(a, b).first;}
55 bool operator< (const bint&a, const bint&b){return !lresta(a, b).second;
56     ;}
57 bool operator<= (const bint&a, const bint&b){return lresta(b, a).second
58     ;}
59 bool operator==(const bint&a, const bint&b){return a <= b && b <= a;}
60 bint operator*(const bint&a, ll b){
61     bint c;
62     ll q = 0;
63     forn(i, a.l) q += a.n[i]*b, c.n[i] = q %BASE, q/=BASE;
64     c.l = a.l;
65     while(q) c.n[c.l++] = q %BASE, q/=BASE;
66     c.invar();
67     return c;
68 }
69 bint operator*(const bint&a, const bint&b){
70     bint c;
71     c.l = a.l+b.l;
72     fill(c.n, c.n+b.l, 0);
73     forn(i, a.l){
74         ll q = 0;
75         forn(j, b.l) q += a.n[i]*b.n[j]+c.n[i+j], c.n[i+j] = q %BASE, q
76             /=BASE;

```

```

73         c.n[i+b.l] = q;
74     }
75     c.invar();
76     return c;
77 }
78 pair<bint, ll> ldiv(const bint& a, ll b){// c = a / b ; rm = a % b
79     bint c;
80     ll rm = 0;
81     dforn(i, a.l){
82         rm = rm * BASE + a.n[i];
83         c.n[i] = rm / b;
84         rm %= b;
85     }
86     c.l = a.l;
87     c.invar();
88     return make_pair(c, rm);
89 }
90 bint operator/(const bint&a, ll b){return ldiv(a, b).first;}
91 ll operator%(const bint&a, ll b){return ldiv(a, b).second;}
92 pair<bint, bint> ldiv(const bint& a, const bint& b){
93     bint c;
94     bint rm = 0;
95     dforn(i, a.l){
96         if (rm.l==1 && !rm.n[0])
97             rm.n[0] = a.n[i];
98         else{
99             dforn(j, rm.l) rm.n[j+1] = rm.n[j];
100             rm.n[0] = a.n[i];
101             rm.l++;
102         }
103         ll q = rm.n[b.l] * BASE + rm.n[b.l-1];
104         ll u = q / (b.n[b.l-1] + 1);
105         ll v = q / b.n[b.l-1] + 1;
106         while (u < v-1){
107             ll m = (u+v)/2;
108             if (b*m <= rm) u = m;
109             else v = m;
110         }
111         c.n[i]=u;
112         rm-=b*u;
113     }
114     c.l=a.l;
115     c.invar();

```

```

116     return make_pair(c, rm);
117 }
118 bint operator/(const bint&a, const bint&b){return ldiv(a, b).first;}
119 bint operator%(const bint&a, const bint&b){return ldiv(a, b).second;}

```

2.8. Modnum

```

1 struct mnum{
2     static const tipo mod=12582917;
3     tipo v;
4     mnum(tipo v=0): v(v%mod) {}
5     mnum operator+(mnum b){return v+b.v;}
6     mnum operator-(mnum b){return v>=b.v? v-b.v : mod-b.v+v;}
7     mnum operator*(mnum b){return v*b.v;}
8     mnum operator^(int n){
9         if(!n) return 1;
10        return n%2? (*this)^(n/2)*(this) : (*this)^(n/2);}
11 };

```

2.9. Treap

```

1 typedef int Key;
2 typedef struct node *pnode;
3 struct node{
4     Key key;
5     int prior, size;
6     pnode l,r;
7     node(Key key=0, int prior=0): key(key), prior(prior), size(1), l(0),
8         r(0) {}
9 };
10 struct treap {
11     pnode root;
12     treap(): root(0) {}
13     int size(pnode p) { return p ? p->size : 0; }
14     int size() { return size(root); }
15     void push(pnode p) {
16         // modificar y propagar el dirty a los hijos aca(para lazy)
17     }
18     // Update function and size from children's values
19     void pull(pnode p) { //recalcular valor del nodo aca (para rmq)
20         p->size = 1 + size(p->l) + size(p->r);
21     }
22     pnode merge(pnode l, pnode r) {
23         if (!l || !r) return l ? l : r;

```

```

23         push(l), push(r);
24         pnode t;
25         if (l->prior < r->prior) l->r=merge(l->r, r), t = l;
26         else r->l=merge(l, r->l), t = r;
27         pull(t);
28         return t;
29     } //opcional:
30     void merge(treap t) {root = merge(root, t.root), t.root=0;}
31     //*****KEY OPERATIONS*****//
32     void splitKey(pnode t, Key key, pnode &l, pnode &r) {
33         if (!t) return void(l = r = 0);
34         push(t);
35         if (key <= t->key) splitKey(t->l, key, l, t->l), r = t;
36         else splitKey(t->r, key, t->r, r), l = t;
37         pull(t);
38     }
39     void insertKey(Key key) {
40         pnode elem = new node(key, rand());
41         pnode t1, t2; splitKey(root, key, t1, t2);
42         t1=merge(t1,elem);
43         root=merge(t1,t2);
44     }
45     void eraseKeys(Key key1, Key key2) {
46         pnode t1,t2,t3;
47         splitKey(root,key1,t1,t2);
48         splitKey(t2,key2, t2, t3);
49         root=merge(t1,t3);
50     }
51     void eraseKey(pnode &t, Key key) {
52         if (!t) return;
53         push(t);
54         if (key == t->key) t=merge(t->l, t->r);
55         else if (key < t->key) eraseKey(t->l, key);
56         else eraseKey(t->r, key);
57         pull(t);
58     }
59     void eraseKey(Key key) {eraseKey(root, key);}
60     pnode findKey(pnode t, Key key) {
61         if (!t) return 0;
62         if (key == t->key) return t;
63         if (key < t->key) return findKey(t->l, key);
64         return findKey(t->r, key);
65     }

```

```

66 pnode findKey(Key key) { return findKey(root, key); }
67 //*****POS OPERATIONS*****// No mezclar con las funciones Key
68 //(No funciona con pos:)
69 void splitSize(pnode t, int sz, pnode &l, pnode &r) {
70     if (!t) return void(l = r = 0);
71     push(t);
72     if (sz <= size(t->l)) splitSize(t->l, sz, l, t->l), r = t;
73     else splitSize(t->r, sz - 1 - size(t->l), t->r, r), l = t;
74     pull(t);
75 }
76 void insertPos(int pos, Key key) {
77     pnode elem = new node(key, rand());
78     pnode t1,t2; splitSize(root, pos, t1, t2);
79     t1=merge(t1,elem);
80     root=merge(t1,t2);
81 }
82 void erasePos(int pos1, int pos2=-1) {
83     if(pos2==-1) pos2=pos1+1;
84     pnode t1,t2,t3;
85     splitSize(root,pos1,t1,t2);
86     splitSize(t2,pos2-pos1,t2,t3);
87     root=merge(t1, t2);
88 }
89 pnode findPos(pnode t, int pos) {
90     if(!t) return 0;
91     if(pos <= size(t->l)) return findPos(t->l, pos);
92     return findPos(t->r, pos - 1 - size(t->l));
93 }
94 Key &operator[](int pos){return findPos(root, pos)->key;}//ojito
95 };

```

2.10. Convex Hull Trick

```

1 const ll is_query = -(1LL<<62);
2 struct Line {
3     ll m, b;
4     mutable multiset<Line>::iterator it;
5     const Line *succ(multiset<Line>::iterator it) const;
6     bool operator<(const Line& rhs) const {
7         if (rhs.b != is_query) return m < rhs.m;
8         const Line *s=succ(it);
9         if(!s) return 0;
10        ll x = rhs.m;

```

```

11        return b - s->b < (s->m - m) * x;
12    }
13 };
14 struct HullDynamic : public multiset<Line>{ // will maintain upper hull
15     for maximum
16     bool bad(iterator y) {
17         iterator z = next(y);
18         if (y == begin()) {
19             if (z == end()) return 0;
20             return y->m == z->m && y->b <= z->b;
21         }
22         iterator x = prev(y);
23         if (z == end()) return y->m == x->m && y->b <= x->b;
24         return (x->b - y->b)*(z->m - y->m) >= (y->b - z->b)*(y->m - x->m);
25     }
26     iterator next(iterator y){return ++y;}
27     iterator prev(iterator y){return --y;}
28     void insert_line(ll m, ll b) {
29         iterator y = insert((Line) { m, b });
30         y->it=y;
31         if (bad(y)) { erase(y); return; }
32         while (next(y) != end() && bad(next(y))) erase(next(y));
33         while (y != begin() && bad(prev(y))) erase(prev(y));
34     }
35     ll eval(ll x) {
36         Line l = *lower_bound((Line) { x, is_query });
37         return l.m * x + l.b;
38     }
39 }h;
40 const Line *Line::succ(multiset<Line>::iterator it) const{
41     return (++it==h.end())? NULL : &*it;}

```

3. Algos

3.1. Longest Increasing Subsequence

```

1 //Para non-increasing, cambiar comparaciones y revisar busq binaria
2 //Given an array, paint it in the least number of colors so that each
3 //color turns to a non-increasing subsequence.
4 //Solution:Min number of colors=Length of the longest increasing
5 //subsequence
6 int N, a[MAXN]; //secuencia y su longitud

```

```

5  ii d[MAXN+1]; //d[i]=ultimo valor de la subsecuencia de tamaño i
6  int p[MAXN]; //padres
7  vector<int> R; //respuesta
8  void rec(int i){
9      if(i==1) return;
10     R.push_back(a[i]);
11     rec(p[i]);
12 }
13 int lis(){ //O(nlogn)
14     d[0] = ii(-INF, -1); forn(i, N) d[i+1]=ii(INF, -1);
15     forn(i, N){
16         int j = upper_bound(d, d+N+1, ii(a[i], INF))-d;
17         if (d[j-1].first < a[i] && a[i] < d[j].first){
18             p[i]=d[j-1].second;
19             d[j] = ii(a[i], i);
20         }
21     }
22     R.clear();
23     dforn(i, N+1) if(d[i].first!=INF){
24         rec(d[i].second); //reconstruir
25         reverse(R.begin(), R.end());
26         return i; //longitud
27     }
28     return 0;
29 }

```

3.2. Manacher

```

1  int d1[MAXN]; //d1[i]=long del maximo palindromo impar con centro en i
2  int d2[MAXN]; //d2[i]=analogo pero para longitud par
3  //0 1 2 3 4
4  //a a b c c <--d1[2]=3
5  //a a b b <--d2[2]=2 (están uno antes)
6  void manacher(){
7      int l=0, r=-1, n=sz(s);
8      forn(i, n){
9          int k=(i>r? 1 : min(d1[l+r-i], r-i));
10         while(i+k<n && i-k>=0 && s[i+k]==s[i-k]) ++k;
11         d1[i] = k--;
12         if(i+k > r) l=i-k, r=i+k;
13     }
14     l=0, r=-1;
15     forn(i, n){

```

```

16         int k=(i>r? 0 : min(d2[l+r-i+1], r-i+1))+1;
17         while(i+k-1<n && i-k>=0 && s[i+k-1]==s[i-k]) k++;
18         d2[i] = --k;
19         if(i+k-1 > r) l=i-k, r=i+k-1;
20     }

```

3.3. Alpha-Beta pruning

```

1  ll alphabeta(State &s, bool player = true, int depth = 1e9, ll alpha = -
    INF, ll beta = INF) { //player = true -> Maximiza
2      if(s.isFinal()) return s.score;
3      //~ if (!depth) return s.heuristic();
4      vector<State> children;
5      s.expand(player, children);
6      int n = children.size();
7      forn(i, n) {
8          ll v = alphabeta(children[i], !player, depth-1, alpha, beta);
9          if(!player) alpha = max(alpha, v);
10         else beta = min(beta, v);
11         if(beta <= alpha) break;
12     }
13     return !player ? alpha : beta;

```

4. Strings

4.1. KMP

```

1  string T; //cadena donde buscar(where)
2  string P; //cadena a buscar(what)
3  int b[MAXLEN]; //back table
4  void kmppre(){ //by gabina with love
5      int i=0, j=-1; b[0]=-1;
6      while(i<sz(P)){
7          while(j>=0 && P[i] != P[j]) j=b[j];
8          i++, j++;
9          b[i] = j;
10     }
11 }
12
13 void kmp(){
14     int i=0, j=0;
15     while(i<sz(T)){
16         while(j>=0 && T[i]!=P[j]) j=b[j];

```



```

17     i++, j++;
18     if(j==sz(P)){
19         printf("P is found at index %d in T\n", i-j);
20         j=b[j];
21     }
22 }
23 }

```

4.2. Trie

```

1 struct trie{
2     map<char, trie> m;
3     void add(const string &s, int p=0){
4         if(s[p]) m[s[p]].add(s, p+1);
5     }
6     void dfs(){
7         //Do stuff
8         forall(it, m)
9             it->second.dfs();
10    }
11 };

```

4.3. Suffix Array (largo, nlogn)

```

1 #define MAX_N 1000
2 #define rBOUND(x) (x<n? r[x] : 0)
3 //sa will hold the suffixes in order.
4 int sa[MAX_N], r[MAX_N], n;
5 string s; //input string, n=sz(s)
6
7 int f[MAX_N], tmpsa[MAX_N];
8 void countingSort(int k){
9     zero(f);
10    forn(i, n) f[rBOUND(i+k)]++;
11    int sum=0;
12    forn(i, max(255, n)){
13        int t=f[i]; f[i]=sum; sum+=t;
14    }
15    tmpsa[f[rBOUND(sa[i]+k)]++] = sa[i];
16    memcpy(sa, tmpsa, sizeof(sa));
17 }
18 void constructsa(){//O(n log n)
19     n=sz(s);
20     forn(i, n) sa[i]=i, r[i]=s[i];

```

```

21     for(int k=1; k<n; k<=1){
22         countingSort(k), countingSort(0);
23         int rank, tmpr[MAX_N];
24         tmpr[sa[0]]=rank=0;
25         forr(i, 1, n)
26             tmpr[sa[i]]=(r[sa[i]]==r[sa[i-1]] && r[sa[i]+k]==r[sa[i-1]+k])?
                rank : ++rank;
27         memcpy(r, tmpr, sizeof(r));
28         if(r[sa[n-1]]==n-1) break;
29     }
30 }
31 void print(){//for debug
32     forn(i, n)
33         cout << i << ' ' <<
34         s.substr(sa[i], s.find( '$', sa[i])-sa[i]) << endl;

```

4.4. String Matching With Suffix Array

```

1 //returns (lowerbound, upperbound) of the search
2 ii stringMatching(string P){ //O(sz(P)lgn)
3     int lo=0, hi=n-1, mid=lo;
4     while(lo<hi){
5         mid=(lo+hi)/2;
6         int res=s.compare(sa[mid], sz(P), P);
7         if(res>=0) hi=mid;
8         else lo=mid+1;
9     }
10    if(s.compare(sa[lo], sz(P), P)!=0) return ii(-1, -1);
11    ii ans; ans.fst=lo;
12    lo=0, hi=n-1, mid;
13    while(lo<hi){
14        mid=(lo+hi)/2;
15        int res=s.compare(sa[mid], sz(P), P);
16        if(res>0) hi=mid;
17        else lo=mid+1;
18    }
19    if(s.compare(sa[hi], sz(P), P)!=0) hi--;
20    ans.snd=hi;
21    return ans;
22 }

1 //Calculates the LCP between consecutives suffixes in the Suffix Array.
2 //LCP[i] is the length of the LCP between sa[i] and sa[i-1]

```



```

3 int LCP[MAX_N], phi[MAX_N], PLCP[MAX_N];
4 void computeLCP(){//O(n)
5     phi[sa[0]]=-1;
6     forr(i, 1, n) phi[sa[i]]=sa[i-1];
7     int L=0;
8     forn(i, n){
9         if(phi[i]==-1) {PLCP[i]=0; continue;}
10        while(s[i+L]==s[phi[i]+L]) L++;
11        PLCP[i]=L;
12        L=max(L-1, 0);
13    }
14    forn(i, n) LCP[i]=PLCP[sa[i]];
15 }

```

4.5. Corasick

```

1 struct trie{
2     map<char, trie> next;
3     trie* tran[256];//transiciones del automata
4     int idhoja, szhoja;//id de la hoja o 0 si no lo es
5     //link lleva al sufijo mas largo, nxthoja lleva al mas largo pero que
6     //es hoja
7     trie *padre, *link, *nxthoja;
8     char pch;//caracter que conecta con padre
9     trie(): tran(), idhoja(), padre(), link() {}
10    void insert(const string &s, int id=1, int p=0){//id>0!!!
11        if(p<sz(s)){
12            trie &ch=next[s[p]];
13            tran[(int)s[p]]=&ch;
14            ch.padre=this, ch.pch=s[p];
15            ch.insert(s, id, p+1);
16        }
17        else idhoja=id, szhoja=sz(s);
18    }
19    trie* get_link() {
20        if(!link){
21            if(!padre) link=this;//es la raiz
22            else if(!padre->padre) link=padre;//hijo de la raiz
23            else link=padre->get_link()->get_tran(pch);
24        }
25        return link;
26    }

```

```

27 trie* get_tran(int c) {
28     if(!tran[c])
29         tran[c] = !padre? this : this->get_link()->get_tran(c);
30     return tran[c];
31 }
32 trie *get_nxthoja(){
33     if(!nxthoja) nxthoja = get_link()->idhoja? link : link->nxthoja;
34     return nxthoja;
35 }
36 void print(int p){
37     if(idhoja)
38         cout << "found_" << idhoja << "_at_position_" << p-szhoja << endl
39         ;
40     if(get_nxthoja()) get_nxthoja()->print(p);
41 }
42 void matching(const string &s, int p=0){
43     print(p);
44     if(p<sz(s)) get_tran(s[p])->matching(s, p+1);

```

5. Geometria

5.1. Punto

```

1 struct pto{
2     tipo x, y;
3     pto(tipo x=0, tipo y=0):x(x),y(y){}
4     pto operator+(pto a){return pto(x+a.x, y+a.y);}
5     pto operator-(pto a){return pto(x-a.x, y-a.y);}
6     pto operator+(tipo a){return pto(x+a, y+a);}
7     pto operator*(tipo a){return pto(x*a, y*a);}
8     pto operator/(tipo a){return pto(x/a, y/a);}
9     //dot product, producto interno:
10    tipo operator*(pto a){return x*a.x+y*a.y;}
11    //module of the cross product or vectorial product:
12    //if a is less than 180 clockwise from b, a^b>0
13    tipo operator^(pto a){return x*a.y-y*a.x;}
14    //returns true if this is at the left side of line qr
15    bool left(pto q, pto r){return ((q-*this)^(r-*this))>0;}
16    bool operator<(const pto &a) const{return x<a.x || (abs(x-a.x)<EPS &&
17        y<a.y);}
18    bool operator==(pto a){return abs(x-a.x)<EPS && abs(y-a.y)<EPS;}
19    double norm(){return sqrt(x*x+y*y);}
20    tipo norm_sq(){return x*x+y*y;}

```

```

20 };
21 double dist(pto a, pto b){return (b-a).norm();}
22 typedef pto vec;
23
24 double angle(pto a, pto o, pto b){
25     pto oa=a-o, ob=b-o;
26     return atan2(oa^ob, oa*ob);}
27
28 //rotate p by theta rads CCW w.r.t. origin (0,0)
29 pto rotate(pto p, double theta){
30     return pto(p.x*cos(theta)-p.y*sin(theta),
31         p.x*sin(theta)+p.y*cos(theta));
32 }
33
34 //orden total de puntos alrededor de un punto r
35 struct Cmp{
36     pto r;
37     Cmp(pto _r){r = _r;}
38     int cuad(const pto &a) const{
39         if(a.x > 0 && a.y >= 0)return 0;
40         if(a.x <= 0 && a.y > 0)return 1;
41         if(a.x < 0 && a.y <= 0)return 2;
42         if(a.x >= 0 && a.y < 0)return 3;
43         assert(a.x ==0 && a.y==0);
44         return -1;
45     }
46     bool cmp(const pto&p1, const pto&p2)const{
47         int c1 = cuad(p1), c2 = cuad(p2);
48         if(c1==c2){
49             return p1.y*p2.x<p1.x*p2.y;
50         }else{
51             return c1 < c2;
52         }
53     }
54     bool operator()(const pto&p1, const pto&p2) const{
55         return cmp(pto(p1.x-r.x,p1.y-r.y),pto(p2.x-r.x,p2.y-r.y));
56     }
57 };

```

5.2. Line

```

1 struct line{
2     line() {}
3     double a,b,c;//Ax+By=C

```

```

4 //pto MUST store float coordinates!
5     line(double a, double b, double c):a(a),b(b),c(c){}
6     line(pto p, pto q): a(q.y-p.y), b(p.x-q.x), c(a*p.x+b*p.y) {}
7 };
8 bool parallels(line l1, line l2){return abs(l1.a*l2.b-l2.a*l1.b)<EPS;}
9 pto inter(line l1, line l2){//intersection
10     double det=l1.a*l2.b-l2.a*l1.b;
11     if(abs(det)<EPS) return pto(INF, INF);//parallels
12     return pto(l2.b*l1.c-l1.b*l2.c, l1.a*l2.c-l2.a*l1.c)/det;
13 }

```

5.3. Segment

```

1 struct segm{
2     pto s,f;
3     segm(pto s, pto f):s(s), f(f) {}
4     pto closest(pto p) {//use for dist to point
5         double l2 = dist_sq(s, f);
6         if(l2==0.) return s;
7         double t =((p-s)*(f-s))/l2;
8         if (t<0.) return s;//not write if is a line
9         else if(t>1.)return f;//not write if is a line
10        return s+((f-s)*t);
11    }
12    bool inside(pto p){
13        return ((s-p)^(f-p))==0 && min(s, f)< *this && *this<max(s, f);}
14    };
15
16    bool insidebox(pto a, pto b, pto p) {
17        return (a.x-p.x)*(p.x-b.x)>-EPS && (a.y-p.y)*(p.y-b.y)>-EPS;
18    }
19    pto inter(segm s1, segm s2){
20        pto r=inter(line(s1.s, s1.f), line(s2.s, s2.f));
21        if(insidebox(s1.s,s1.f,p) && insidebox(s2.s,s2.f,p))
22            return r;
23        return pto(INF, INF);
24    }

```

5.4. Polygon Area

```

1 double area(vector<pto> &p){//0(sz(p))
2     double area=0;
3     forn(i, sz(p)) area+=p[i]^p[(i+1)%sz(p)];
4     //if points are in clockwise order then area is negative

```

```

5   return abs(area)/2;
6   }
7   //Area ellipse = M_PI*a*b where a and b are the semi axis lengths
8   //Area triangle = sqrt(s*(s-a)(s-b)(s-c)) where s=(a+b+c)/2

```

5.5. Circle

```

1   vec perp(vec v){return vec(-v.y, v.x);}
2   line bisector(pto x, pto y){
3       line l=line(x, y); pto m=(x+y)/2;
4       return line(-l.b, l.a, -l.b*m.x+l.a*m.y);
5   }
6   struct Circle{
7       pto o;
8       double r;
9       Circle(pto x, pto y, pto z){
10          o=inter(bisector(x, y), bisector(y, z));
11          r=dist(o, x);
12      }
13      pair<pto, pto> ptosTang(pto p){
14          pto m=(p+o)/2;
15          tipo d=dist(o, m);
16          tipo a=r*r/(2*d);
17          tipo h=sqrt(r*r-a*a);
18          pto m2=o+(m-o)*a/d;
19          vec per=perp(m-o)/d;
20          return mkp(m2-per*h, m2+per*h);
21      }
22  };
23  //finds the center of the circle containing p1 and p2 with radius r
24  //as there may be two solutions swap p1, p2 to get the other
25  bool circle2PtsRad(pto p1, pto p2, double r, pto &c){
26      double d2=(p1-p2).norm_sq(), det=r*r/d2-0.25;
27      if(det<0) return false;
28      c=(p1+p2)/2+perp(p2-p1)*sqrt(det);
29      return true;
30  }
31  #define sqr(a) ((a)*(a))
32  #define feq(a,b) (fabs((a)-(b))<EPS)
33  pair<tipo, tipo> ecCuad(tipo a, tipo b, tipo c){//a*x*x+b*x+c=0
34      tipo dx = sqrt(b*b-4.0*a*c);
35      return make_pair((-b + dx)/(2.0*a), (-b - dx)/(2.0*a));
36  }

```

```

37 pair<pto, pto> interCL(Circle c, line l){
38     bool sw=false;
39     if((sw=feq(0,l.b))){
40         swap(l.a, l.b);
41         swap(c.o.x, c.o.y);
42     }
43     pair<tipo, tipo> rc = ecCuad(
44         sqr(l.a)+sqr(l.b),
45         2.0*l.a*l.b*c.o.y-2.0*(sqr(l.b)*c.o.x+l.c*l.a),
46         sqr(l.b)*(sqr(c.o.x)+sqr(c.o.y)-sqr(c.r))+sqr(l.c)-2.0*l.c*l.b*c.o.y
47     );
48     pair<pto, pto> p( pto(rc.first, (l.c - l.a * rc.first) / l.b),
49         pto(rc.second, (l.c - l.a * rc.second) / l.b) );
50     if(sw){
51         swap(p.first.x, p.first.y);
52         swap(p.second.x, p.second.y);
53     }
54     return p;
55 }
56 pair<pto, pto> interCC(Circle c1, Circle c2){
57     line l;
58     l.a = c1.o.x-c2.o.x;
59     l.b = c1.o.y-c2.o.y;
60     l.c = (sqr(c2.r)-sqr(c1.r)+sqr(c1.o.x)-sqr(c2.o.x)+sqr(c1.o.y)
61         -sqr(c2.o.y))/2.0;
62     return interCL(c1, l);
63 }

```

5.6. Point in Poly

```

1   //checks if v is inside of P, using ray casting
2   //works with convex and concave.
3   //excludes boundaries, handle it separately using segment.inside()
4   bool inPolygon(pto v, vector<pto>& P) {
5       bool c = false;
6       for(i, sz(P)){
7           int j=(i+1)%sz(P);
8           if((P[j].y>v.y) != (P[i].y > v.y) &&
9               (v.x < (P[i].x - P[j].x) * (v.y-P[j].y) / (P[i].y - P[j].y) + P[j].x))
10              c = !c;
11       }
12       return c;
13   }

```

5.7. Convex Check CHECK

```

1 bool isConvex(vector<int> &p){//O(N)
2     int N=sz(p);
3     if(N<3) return false;
4     bool isLeft=p[0].left(p[1], p[2]);
5     forr(i, 1, N)
6         if(p[i].left(p[(i+1)%N], p[(i+2)%N])!=isLeft)
7             return false;
8     return true; }

```

5.8. Convex Hull

```

1 //stores convex hull of P in S, CCW order
2 void CH(vector<pto>& P, vector<pto> &S){
3     S.clear();
4     sort(P.begin(), P.end());
5     forn(i, sz(P)){
6         while(sz(S)>= 2 && S[sz(S)-1].left(S[sz(S)-2], P[i])) S.pop_back();
7         S.pb(P[i]);
8     }
9     S.pop_back();
10    int k=sz(S);
11    dforr(i, sz(P)){
12        while(sz(S) >= k+2 && S[sz(S)-1].left(S[sz(S)-2], P[i])) S.pop_back();
13        S.pb(P[i]);
14    }
15    S.pop_back();
16 }

```

5.9. Cut Polygon

```

1 //cuts polygon Q along the line ab
2 //stores the left side (swap a, b for the right one) in P
3 void cutPolygon(pto a, pto b, vector<pto> Q, vector<pto> &P){
4     P.clear();
5     forn(i, sz(Q)){
6         double left1=(b-a)^(Q[i]-a), left2=(b-a)^(Q[(i+1)%sz(Q)]-a);
7         if(left1>=0) P.pb(Q[i]);
8         if(left1*left2<0)
9             P.pb(inter(line(Q[i], Q[(i+1)%sz(Q)]), line(a, b)));
10    }
11 }

```

5.10. Bresenham

```

1 //plot a line approximation in a 2d map
2 void bresenham(pto a, pto b){
3     pto d=b-a; d.x=abs(d.x), d.y=abs(d.y);
4     pto s(a.x<b.x? 1: -1, a.y<b.y? 1: -1);
5     int err=d.x-d.y;
6     while(1){
7         m[a.x][a.y]=1;//plot
8         if(a==b) break;
9         int e2=2*err;
10        if(e2 > -d.y){
11            err-=d.y, a.x+=s.x;
12        }
13        if(e2 < d.x)
14            err+= d.x, a.y+= s.y;
15    }
16 }

```

5.11. Interseccion de Circulos en $n^3 \log(n)$

```

1 struct event {
2     double x; int t;
3     event(double xx, int tt) : x(xx), t(tt) {}
4     bool operator <(const event &o) const { return x < o.x; }
5 };
6 typedef vector<Circle> VC;
7 typedef vector<event> VE;
8 int n;
9 double cuenta(VE &v, double A, double B) {
10    sort(v.begin(), v.end());
11    double res = 0.0, lx = ((v.empty())?0.0:v[0].x);
12    int contador = 0;
13    forn(i, sz(v)) {
14        // interseccion de todos (contador == n), union de todos (
15            contador > 0),
16        // conjunto de puntos cubierto por exacta k Circulos (contador
17            == k)
18        if (contador == n) res += v[i].x - lx;
19        contador += v[i].t;
20        lx = v[i].x;
21    }
22    return res;
23 }

```

```

22 // Primitiva de sqrt(r*r - x*x) como funcion double de una variable x.
23 inline double primitiva(double x,double r) {
24     if (x >= r) return r*r*M_PI/4.0;
25     if (x <= -r) return -r*r*M_PI/4.0;
26     double raiz = sqrt(r*r-x*x);
27     return 0.5 * (x * raiz + r*r*atan(x/raiz));
28 }
29 double interCircle(VC &v) {
30     vector<double> p; p.reserve(v.size() * (v.size() + 2));
31     forn(i,sz(v)) {
32         p.push_back(v[i].c.x + v[i].r);
33         p.push_back(v[i].c.x - v[i].r);
34     }
35     forn(i,sz(v)) forn(j,i) {
36         Circle &a = v[i], b = v[j];
37         double d = (a.c - b.c).norm();
38         if (fabs(a.r - b.r) < d && d < a.r + b.r) {
39             double alfa = acos((sqr(a.r) + sqr(d) - sqr(b.r)) / (2.0 * d
40                 * a.r));
41             pto vec = (b.c - a.c) * (a.r / d);
42             p.pb((a.c + rotate(vec, alfa)).x);
43             p.pb((a.c + rotate(vec, -alfa)).x);
44         }
45     }
46     sort(p.begin(), p.end());
47     double res = 0.0;
48     forn(i,sz(p)-1) {
49         const double A = p[i], B = p[i+1];
50         VE ve; ve.reserve(2 * v.size());
51         forn(j,sz(v)) {
52             const Circle &c = v[j];
53             double arco = primitiva(B-c.c.x,c.r) - primitiva(A-c.c.x,c.r);
54             double base = c.c.y * (B-A);
55             ve.push_back(event(base + arco,-1));
56             ve.push_back(event(base - arco, 1));
57         }
58         res += cuenta(ve,A,B);
59     }
60     return res;
61 }

```

6. Math

6.1. Identidades

$\sum_{i=0}^n \binom{n}{i} = 2^n$
 $\sum_{i=0}^n i \binom{n}{i} = n * 2^{n-1}$
 $\sum_{i=m}^n i = \frac{n(n+1)}{2} - \frac{m(m-1)}{2} = \frac{(n+1-m)(n+m)}{2}$
 $\sum_{i=0}^n i = \sum_{i=1}^n i = \frac{n(n+1)}{2}$
 $\sum_{i=0}^n i^2 = \frac{n(n+1)(2n+1)}{6} = \frac{n^3}{3} + \frac{n^2}{2} + \frac{n}{6}$
 $\sum_{i=0}^n i(i-1) = \frac{8}{6} \left(\frac{n}{2} + 1\right)(n+1)$ (doubles) \rightarrow Sino ver caso impar y par
 $\sum_{i=0}^n i^3 = \left(\frac{n(n+1)}{2}\right)^2 = \frac{n^4}{4} + \frac{n^3}{2} + \frac{n^2}{4} = \left[\sum_{i=1}^n i\right]^2$
 $\sum_{i=0}^n i^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30} = \frac{n^5}{5} + \frac{n^4}{2} + \frac{n^3}{3} - \frac{n}{30}$
 $\sum_{i=0}^n i^p = \frac{(n+1)^{p+1}}{p+1} + \sum_{k=1}^p \frac{B_k}{p-k+1} \binom{p}{k} (n+1)^{p-k+1}$
 $r = e - v + k + 1$
 Teorema de Pick: (Area, puntos interiores y puntos en el borde)
 $A = I + \frac{B}{2} - 1$

6.2. Ec. Caracteristica

$a_0 T(n) + a_1 T(n-1) + \dots + a_k T(n-k) = 0$
 $p(x) = a_0 x^k + a_1 x^{k-1} + \dots + a_k$
 Sean r_1, r_2, \dots, r_q las raíces distintas, de mult. m_1, m_2, \dots, m_q
 $T(n) = \sum_{i=1}^q \sum_{j=0}^{m_i-1} c_{ij} n^j r_i^n$
 Las constantes c_{ij} se determinan por los casos base.

6.3. Combinatorio

```

1  forn(i, MAXN+1){ //comb[i][k]=i tomados de a k
2      comb[i][0]=comb[i][i]=1;
3      forr(k, 1, i) comb[i][k]=(comb[i-1][k]+comb[i-1][k-1])%MOD;
4  }
5
6  ll lucas (ll n, ll k, int p){ //Calcula (n,k)%p teniendo comb[p][p]
7      //precalculado.
8      ll aux = 1;
9      while (n + k){
10         aux = (aux * comb[n%p][k%p]) %p;
11         n/=p, k/=p;
12     }
13     return aux;
14 }

```

6.4. Exp. de Numeros Mod.

```

1 ll expmod (ll b, ll e, ll m){//0(log b)
2   if(!e) return 1;
3   ll q= expmod(b,e/2,m); q=(q*q)%m;
4   return e%2? (b * q)%m : q;
5 }

```

6.5. Exp. de Matrices y Fibonacci en log(n)

```

1 struct M22{          // |a b|
2   tipo a,b,c,d;// |c d|
3   M22 operator*(const M22 &p) const {
4     return (M22){a*p.a+b*p.c, a*p.b+b*p.d, c*p.a+d*p.c,c*p.b+d*p.d};}
5 };
6 M22 operator^(const M22 &p, int n){
7   if(!n) return (M22){1, 0, 0, 1};//identidad
8   M22 q=p^(n/2); q=q*q;
9   return n%2? p * q : q;}
10
11 ll fibo(ll n){//calcula el fibonacci enesimo
12   M22 mat=(M22){0, 1, 1, 1}^n;
13   return mat.a*f0+mat.b*f1;//f0 y f1 son los valores iniciales
14 }

```

6.6. Teorema Chino del Resto

$$y = \sum_{j=1}^n (x_j * (\prod_{i=1, i \neq j}^n m_i)_{m_j}^{-1} * \prod_{i=1, i \neq j}^n m_i)$$

6.7. Funciones de primos

```

1 ll numPrimeFactors (ll n){
2   ll rta = 0;
3   map<ll,ll> f=fact(n);
4   forall(it, f) rta += it->second;
5   return rta;
6 }
7
8 ll numDiffPrimeFactors (ll n){
9   ll rta = 0;
10  map<ll,ll> f=fact(n);

```

```

11  forall(it, f) rta += 1;
12  return rta;
13 }
14
15 ll sumPrimeFactors (ll n){
16   ll rta = 0;
17   map<ll,ll> f=fact(n);
18   forall(it, f) rta += it->first;
19   return rta;
20 }
21
22 ll numDiv (ll n){
23   ll rta = 1;
24   map<ll,ll> f=fact(n);
25   forall(it, f) rta *= (it->second + 1);
26   return rta;
27 }
28
29 ll sumDiv (ll n){
30   ll rta = 1;
31   map<ll,ll> f=fact(n);
32   forall(it, f) rta *= ((ll)pow((double)it->first, it->second + 1.0)-1)
33     / (it->first-1);
34   return rta;
35 }
36
37 ll eulerPhi (ll n){ // con criba: O(lg n)
38   ll rta = n;
39   map<ll,ll> f=fact(n);
40   forall(it, f) rta -= rta / it->first;
41   return rta;
42 }
43
44 ll eulerPhi2 (ll n){ // O (sqrt n)
45   ll r = n;
46   forr (i,2,n+1){
47     if ((ll)i*i > n)
48       break;
49     if (n % i == 0){
50       while (n%i == 0) n/=i;
51       r -= r/i;
52     }
53   }
54   if (n != 1)

```

```

53 |     r-= r/n;
54 |     return r;
55 | }

```

6.8. Phollard's Rho (rolando)

```

1 | ll expmod(ll b, ll e, ll m){if(!e)return 1;ll q=expmod(b,e/2,m);q=(q*q)%
  | m;return e%2?(b*q)%m:q;}ll gcd(ll a, ll b){return a?gcd(b%a,a):b;}ll
  | mulmod(ll a, ll b, ll c){ll x=0,y=a%c;while(b>0){if(b%2==1)x=(x+y)%
  | c;y=(y*2)%c;b/=2;}return x%c;}bool es_primo_prob(ll n, int a){if(n==
  | a)return true;ll s=0,d=n-1;while(d%2==0)s++,d/=2;ll x=expmod(a,d,n);
  | if((x==1)|| (x+1==n))return true;for(i,s-1){x=(x*x)%n;if(x==1)
  | return false;if(x+1==n)return true;}return false;}bool miller_rabin(
  | ll n){if(n==1)return false;const int ar[] =
  | {2,3,5,7,11,13,17,19,23};for(j,9){if(!es_primo_prob(n,ar[j]))return
  | false;return true;}
2 | ll pollard_rho(ll n, ll c=1){int i=0,k=2;ll x=3,y=3;if(c>=n)return -1;
  | while(1){i++;x=(mulmod(x,x,n)+c)%n;ll d=gcd(abs(y-x),n);if(d==n)
  | return pollard_rho(n,c+1);if(d!=1)return d;if(i==k)y=x,k*=2;}}

```

6.9. Criba

```

1 | #define MAXP 80000 //no necesariamente primo
2 | int criba[MAXP+1];
3 | vector<int> primos;
4 | void buscarprimos(){
5 |     int sq=sqrt(MAXP)+1;
6 |     forr(p, 2, MAXP+1) if(!criba[p]){
7 |         primos.push_back(p);
8 |         if(p<=sq)
9 |             for(int m=p*p; m<=MAXP; m+=p)//borro los multiples de p
10 |                 if(!criba[m])criba[m]=p;
11 |     }
12 | }

```

6.10. Factorizacion

Sea $n = \prod p_i^{k_i}$, fact(n) genera un map donde a cada p_i le asocia su k_i

```

1 | //factoriza bien numeros hasta MAXP^2
2 | map<ll,ll> fact(ll n){ //O (cant primos)
3 |     map<ll,ll> ret;
4 |     forall(p, primos){
5 |         while(!(n%p)){
6 |             ret[*p]++;//divisor found

```

```

7 |         n/=p;
8 |     }
9 | }
10 | if(n>1) ret[n]++;
11 | return ret;
12 | }
13 |
14 | //factoriza bien numeros hasta MAXP
15 | map<ll,ll> fact2(ll n){ //O (lg n)
16 |     map<ll,ll> ret;
17 |     while (criba[n]){
18 |         ret[criba[n]]++;
19 |         n/=criba[n];
20 |     }
21 |     if(n>1) ret[n]++;
22 |     return ret;
23 | }

```

6.11. GCD

```

1 | tipo gcd(tipo a, tipo b){return a?gcd(b %a, a):b;}

```

6.12. Extended Euclid

```

1 | void extendedEuclid (ll a, ll b){ //a * x + b * y = d
2 |     if (!b) { x = 1; y = 0; d = a; return;}
3 |     extendedEuclid (b, a%b);
4 |     ll x1 = y;
5 |     ll y1 = x - (a/b) * y;
6 |     x = x1; y = y1;
7 | }

```

6.13. LCM

```

1 | tipo lcm(tipo a, tipo b){return a / gcd(a,b) * b;}

```

6.14. Inversos

```

1 | #define MAXMOD 15485867
2 | ll inv[MAXMOD];//inv[i]*i=1 mod MOD
3 | void calc(int p){//O(p)
4 |     inv[1]=1;
5 |     forr(i, 2, p) inv[i]= p-((p/i)*inv[p%i])%p;

```



```

6 }
7 int inverso(int x){//0(log x)
8     return expmod(x, eulerphi(MOD)-2);//si mod no es primo(sacar a mano)
9     return expmod(x, MOD-2);//si mod es primo
10 }

```

6.15. Simpson

```

1 double integral(double a, double b, int n=10000) {//0(n), n=cantdiv
2     double area=0, h=(b-a)/n, fa=f(a), fb;
3     forn(i, n){
4         fb=f(a+h*(i+1));
5         area+=fa+ 4*f(a+h*(i+0.5)) +fb, fa=fb;
6     }
7     return area*h/6.;}

```

6.16. Fraction

```

1 tipo mcd(tipo a, tipo b){return a?mcd(b%a, a):b;}
2 struct frac{
3     tipo p,q;
4     frac(tipo p=0, tipo q=1):p(p),q(q) {norm();}
5     void norm(){
6         tipo a = mcd(p,q);
7         if(a) p/=a, q/=a;
8         else q=1;
9         if (q<0) q=-q, p=-p;}
10    frac operator+(const frac& o){
11        tipo a = mcd(q,o.q);
12        return frac(p*(o.q/a)+o.p*(q/a), q*(o.q/a));}
13    frac operator-(const frac& o){
14        tipo a = mcd(q,o.q);
15        return frac(p*(o.q/a)-o.p*(q/a), q*(o.q/a));}
16    frac operator*(frac o){
17        tipo a = mcd(q,o.p), b = mcd(o.q,p);
18        return frac((p/b)*(o.p/a), (q/a)*(o.q/b));}
19    frac operator/(frac o){
20        tipo a = mcd(q,o.q), b = mcd(o.p,p);
21        return frac((p/b)*(o.q/a), (q/a)*(o.p/b));}
22    bool operator<(const frac &o) const{return p*o.q < o.p*q;}
23    bool operator==(frac o){return p==o.p&&q==o.q;}
24 };

```

6.17. Polinomio

```

1 //poly contains only a vector<int> c (the coefficients)
2 //the following function generates the roots of the polynomial
3 //it can be easily modified to return float roots
4 set<tipo> roots(){
5     set<tipo> roots;
6     tipo a0 = abs(c[0]), an = abs(c[sz(c)-1]);
7     vector<tipo> ps,qs;
8     forr(p,1,sqrt(a0)+1) if (a0%p==0) ps.pb(p),ps.pb(a0/p);
9     forr(q,1,sqrt(an)+1) if (an%q==0) qs.pb(q),qs.pb(an/q);
10    forall(pt,ps)
11        forall(qt,qs) if ( (*pt) % (*qt)==0 ) {
12            tipo root = abs((*pt) / (*qt));
13            if (eval(root)==0) roots.insert(root);
14        }
15    return roots;
16 }
17 };
18 poly interpolate(const vector<tipo> &x, const vector<tipo> &y) {
19     int n = sz(x);
20     poly p;
21     vector<tipo> aux(2);
22     forn(i, n) {
23         double a = y[i] - p.eval(x[i]);
24         forn(j, i) a /= x[i] - x[j];
25         poly add(vector<tipo>(1, a));
26         forn(j, i) aux[0]=-x[j], aux[1]=1, add = add*aux;
27         p = p + add;
28     }
29     return p;
30 }

```

6.18. Ec. Lineales

```

1 bool resolver_ev(Mat a, Vec y, Vec &x, Mat &ev){
2     int n = a.size(), m = n?a[0].size():0, rw = min(n, m);
3     vector<int> p; forn(i,m) p.push_back(i);
4     forn(i, rw) {
5         int uc=i, uf=i;
6         forr(f, i, n) forr(c, i, m) if(fabs(a[f][c])>fabs(a[uf][uc])) {uf=f;
7             uc=c;}
8         if (feq(a[uf][uc], 0)) { rw = i; break; }
9         forn(j, n) swap(a[j][i], a[j][uc]);
10        swap(a[i], a[uf]); swap(y[i], y[uf]); swap(p[i], p[uc]);

```

```

10     tipo inv = 1 / a[i][i]; //aca divide
11     forr(j, i+1, n) {
12         tipo v = a[j][i] * inv;
13         forr(k, i, m) a[j][k] -= v * a[i][k];
14         y[j] -= v*y[i];
15     }
16 } // rw = rango(a), aca la matriz esta triangulada
17 forr(i, rw, n) if (!feq(y[i],0)) return false; // chequeo de
    compatibilidad
18 x = vector<tipo>(m, 0);
19 dforn(i, rw){
20     tipo s = y[i];
21     forr(j, i+1, rw) s -= a[i][j]*x[p[j]];
22     x[p[i]] = s / a[i][i]; //aca divide
23 }
24 ev = Mat(m-rw, Vec(m, 0)); // Esta parte va SOLO si se necesita el ev
25 forn(k, m-rw) {
26     ev[k][p[k+rw]] = 1;
27     dforn(i, rw){
28         tipo s = -a[i][k+rw];
29         forr(j, i+1, rw) s -= a[i][j]*ev[k][p[j]];
30         ev[k][p[i]] = s / a[i][i]; //aca divide
31     }
32 }
33 return true;
34 }

```

7. Grafos

7.1. Dijkstra

```

1 #define INF 1e9
2 int N;
3 #define MAX_V 250001
4 vector<ii> G[MAX_V];
5 //To add an edge use
6 #define add(a, b, w) G[a].pb(mkp(w, b))
7
8 ll dijkstra(int s, int t){//O(|E| log |V|)
9     priority_queue<ii, vector<ii>, greater<ii> > Q;
10     vector<ll> dist(N, INF); vector<int> dad(N, -1);
11     Q.push(mkp(0, s)); dist[s] = 0;
12     while(sz(Q)){

```

```

13         ii p = Q.top(); Q.pop();
14         if(p.snd == t) break;
15         forall(it, G[p.snd])
16             if(dist[p.snd]+it->first < dist[it->snd]){
17                 dist[it->snd] = dist[p.snd] + it->fst;
18                 dad[it->snd] = p.snd;
19                 Q.push(mkp(dist[it->snd], it->snd));
20             }
21     }
22     return dist[t];
23     if(dist[t]<INF)//path generator
24         for(int i=t; i!=-1; i=dad[i])
25             printf("%d%c", i, (i==s?'\\n':' '));
26 }

```

7.2. Bellman-Ford

```

1 vector<ii> G[MAX_N]; //ady. list with pairs (weight, dst)
2 int dist[MAX_N];
3 void bford(int src){//O(VE)
4     dist[src]=0;
5     forn(i, N-1) forn(j, N) if(dist[j]!=INF) forall(it, G[j])
6         dist[it->snd]=min(dist[it->snd], dist[j]+it->fst);
7 }
8
9 bool hasNegCycle(){
10     forn(j, N) if(dist[j]!=INF) forall(it, G[j])
11         if(dist[it->snd]>dist[j]+it->fst) return true;
12     //inside if: all points reachable from it->snd will have -INF distance
13     // (do bfs)
14     return false;
15 }

```

7.3. Floyd-Warshall

```

1 //G[i][j] contains weight of edge (i, j) or INF
2 //G[i][i]=0
3 int G[MAX_N][MAX_N];
4 void floyd(){//O(N^3)
5     forn(k, N) forn(i, N) if(G[i][k]!=INF) forn(j, N) if(G[k][j]!=INF)
6         G[i][j]=min(G[i][j], G[i][k]+G[k][j]);
7 }
8 bool inNegCycle(int v){
9     return G[v][v]<0;}

```

```

10 //checks if there's a neg. cycle in path from a to b
11 bool hasNegCycle(int a, int b){
12     forn(i, N) if(G[a][i]!=INF && G[i][i]<0 && G[i][b]!=INF)
13         return true;
14     return false;
15 }

```

7.4. Kruskal

```

1 struct Ar{int a,b,w;};
2 bool operator<(const Ar& a, const Ar &b){return a.w<b.w;}
3 vector<Ar> E;
4 ll kruskal(){
5     ll cost=0;
6     sort(E.begin(), E.end()); //ordenar aristas de menor a mayor
7     uf.init(n);
8     forall(it, E){
9         if(uf.comp(it->a)!=uf.comp(it->b)){ //si no estan conectados
10             uf.unir(it->a, it->b); //conectar
11             cost+=it->w;
12         }
13     }
14     return cost;
15 }

```

7.5. Prim

```

1 bool taken[MAXN];
2 priority_queue<ii, vector<ii>, greater<ii> > pq; //min heap
3 void process(int v){
4     taken[v]=true;
5     forall(e, G[v])
6         if(!taken[e->second]) pq.push(*e);
7 }
8
9 ll prim(){
10     zero(taken);
11     process(0);
12     ll cost=0;
13     while(sz(pq)){
14         ii e=pq.top(); pq.pop();
15         if(!taken[e.second]) cost+=e.first, process(e.second);
16     }
17     return cost;

```

```

18 }

```

7.6. 2-SAT + Tarjan SCC

```

1 //We have a vertex representing a var and other for his negation.
2 //Every edge stored in G represents an implication. To add an equation
3 //of the form a|b, use addor(a, b)
4 //MAX=max cant var, n=cant var
5 #define addor(a, b) (G[neg(a)].pb(b), G[neg(b)].pb(a))
6 vector<int> G[MAX*2];
7 //idx[i]=index assigned in the dfs
8 //lw[i]=lowest index(closer from the root) reachable from i
9 int lw[MAX*2], idx[MAX*2], qidx;
10 stack<int> q;
11 int qcmp, cmp[MAX*2];
12 //verdad[cmp[i]]=valor de la variable i
13 bool verdad[MAX*2+1];
14
15 int neg(int x) { return x>=n? x-n : x+n;}
16 void tjn(int v){
17     lw[v]=idx[v]=++qidx;
18     q.push(v), cmp[v]=-2;
19     forall(it, G[v]){
20         if(!idx[*it] || cmp[*it]==-2){
21             if(!idx[*it]) tjn(*it);
22             lw[v]=min(lw[v], lw[*it]);
23         }
24     }
25     if(lw[v]==idx[v]){
26         qcmp++;
27         int x;
28         do{x=q.top(); q.pop(); cmp[x]=qcmp;}while(x!=v);
29         verdad[qcmp]=(cmp[neg(v)]<0);
30     }
31 }
32 //remember to CLEAR G!!!
33 bool satisf(){ //O(n)
34     memset(idx, 0, sizeof(idx)), qidx=0;
35     memset(cmp, -1, sizeof(cmp)), qcmp=0;
36     forn(i, n){
37         if(!idx[i]) tjn(i);
38         if(!idx[neg(i)]) tjn(neg(i));
39     }

```

```

39     forn(i, n) if(cmp[i]==cmp[neg(i)]) return false;
40     return true;
41 }

```

7.7. Articulation Points

```

1  int N;
2  vector<int> G[1000000];
3  //V[i]=node number(if visited), L[i]= lowest V[i] reachable from i
4  int qV, V[1000000], L[1000000], P[1000000];
5  void dfs(int v, int f){
6      L[v]=V[v]=++qV;
7      forall(it, G[v])
8          if(!V[*it]){
9              dfs(*it, v);
10             L[v] = min(L[v], L[*it]);
11             P[v]+= L[*it]>=V[v];
12         }
13         else if(*it!=f)
14             L[v]=min(L[v], V[*it]);
15     }
16     int cantart(){ //O(n)
17         qV=0;
18         zero(V), zero(P);
19         dfs(1, 0); P[1]--;
20         int q=0;
21         forn(i, N) if(P[i]) q++;
22     return q;
23 }

```

7.8. Comp. Biconexas y Puentes

```

1  struct edge {
2      int u,v, comp;
3      bool bridge;
4  };
5  vector<edge> e;
6  void addEdge(int u, int v) {
7      G[u].pb(sz(e)), G[v].pb(sz(e));
8      e.pb((edge){u,v,-1,false});
9  }
10 //d[i]=id de la dfs
11 //b[i]=lowest id reachable from i
12 int d[MAXN], b[MAXN], t;

```

```

13 int nbc;//cant componentes
14 int comp[MAXN]; //comp[i]=cant comp biconexas a la cual pertenece i
15 void initDfs(int n) {
16     zero(G), zero(comp);
17     e.clear();
18     forn(i,n) d[i]=-1;
19     nbc = t = 0;
20 }
21 stack<int> st;
22 void dfs(int u, int pe) { //O(n + m)
23     b[u] = d[u] = t++;
24     comp[u] = (pe != -1);
25     forall(ne, G[u]) if (*ne != pe){
26         int v = e[*ne].u ^ e[*ne].v ^ u;
27         if (d[v] == -1) {
28             st.push(*ne);
29             dfs(v,*ne);
30             if (b[v] > d[u]){
31                 e[*ne].bridge = true; // bridge
32             }
33             if (b[v] >= d[u]){ // art
34                 int last;
35                 do {
36                     last = st.top(); st.pop();
37                     e[last].comp = nbc;
38                 } while (last != *ne);
39                 nbc++;
40                 comp[u]++;
41             }
42             b[u] = min(b[u], b[v]);
43         }
44         else if (d[v] < d[u]) { // back edge
45             st.push(*ne);
46             b[u] = min(b[u], d[v]);
47         }
48     }
49 }

```

7.9. LCA + Climb

```

1 //f[v][k] holds the 2^k father of v
2 //L[v] holds the level of v
3 int N, f[100001][20], L[100001];

```

```

4 void build(){//f[i][0] must be filled previously, 0(nlgn)
5     forn(k, 20-1) forn(i, N) f[i][k+1]=f[f[i][k]][k];}
6
7 #define lg(x) (31-__builtin_clz(x))//=floor(log2(x))
8
9 int climb(int a, int d){//0(lgn)
10     if(!d) return a;
11     dforn(i, lg(L[a])+1)
12         if(1<=i<=d)
13             a=f[a][i], d-=1<=i;
14     return a;
15 }
16 int lca(int a, int b){//0(lgn)
17     if(L[a]<L[b]) swap(a, b);
18     a=climb(a, L[a]-L[b]);
19     if(a==b) return a;
20     dforn(i, lg(L[a])+1)
21         if(f[a][i]!=f[b][i])
22             a=f[a][i], b=f[b][i];
23     return f[a][0];
24 }

```

7.10. Heavy Light Decomposition

```

1 int treesz[MAXN];//cantidad de nodos en el subarbol del nodo v
2 int dad[MAXN];//dad[v]=padre del nodo v
3 void dfs1(int v, int p=-1){//pre-dfs
4     dad[v]=p;
5     treesz[v]=1;
6     forall(it, G[v]) if(*it!=p){
7         dfs1(*it, v);
8         treesz[v]+=treesz[*it];
9     }
10 }
11 int pos[MAXN], q;//pos[v]=posicion del nodo v en el recorrido de la dfs
12 //Las cadenas aparecen continuas en el recorrido!
13 int cantcad;
14 int homecad[MAXN];//dada una cadena devuelve su nodo inicial
15 int cad[MAXN];//cad[v]=cadena a la que pertenece el nodo
16 void heavylight(int v, int cur=-1){
17     if(cur===-1) homecad[cur=cantcad++]=v;
18     pos[v]=q++;
19     cad[v]=cur;

```

```

20     int mx=-1;
21     forn(i, sz(G[v])) if(G[v][i]!=dad[v])
22         if(mx===-1 || treesz[G[v][mx]]<treesz[G[v][i]]) mx=i;
23     if(mx!=-1) heavylight(G[v][mx], cur);
24     forn(i, sz(G[v])) if(i!=mx && G[v][i]!=dad[v])
25         heavylight(G[v][i], -1);
26 }
27 //ejemplo de obtener el maximo numero en el camino entre dos nodos
28 //RTA: max(query(low, u), query(low, v)), con low=lca(u, v)
29 //esta funcion va trepando por las cadenas
30 int query(int an, int v){//0(logn)
31     //si estan en la misma cadena:
32     if(cad[an]==cad[v]) return rmq.get(pos[an], pos[v]+1);
33     return max(query(an, dad[homecad[cad[v]]]),
34               rmq.get(pos[homecad[cad[v]]], pos[v]+1));
35 }

```

7.11. Euler Cycle

```

1 int n,m,ars[MAXE], eq;
2 vector<int> G[MAXN];//fill G,n,m,ars,eq
3 list<int> path;
4 int used[MAXN];
5 bool usede[MAXE];
6 queue<list<int>::iterator> q;
7 int get(int v){
8     while(used[v]<sz(G[v]) && usede[ G[v][used[v]] ]) used[v]++;
9     return used[v];
10 }
11 void explore(int v, int r, list<int>::iterator it){
12     int ar=G[v][get(v)]; int u=v^ars[ar];
13     usede[ar]=true;
14     list<int>::iterator it2=path.insert(it, u);
15     if(u!=r) explore(u, r, it2);
16     if(get(v)<sz(G[v])) q.push(it);
17 }
18 void euler(){
19     zero(used), zero(usede);
20     path.clear();
21     q=queue<list<int>::iterator>();
22     path.push_back(0); q.push(path.begin());
23     while(sz(q)){
24         list<int>::iterator it=q.front(); q.pop();

```

```

25     if(used[*it]<sz(G[*it])) explore(*it, *it, it);
26 }
27 reverse(path.begin(), path.end());
28 }
29 void addEdge(int u, int v){
30     G[u].pb(eq), G[v].pb(eq);
31     ars[eq++] = u^v;
32 }

```

7.12. Chu-liu

```

1 void visit(graph &h, int v, int s, int r,
2     vector<int> &no, vector< vector<int> > &comp,
3     vector<int> &prev, vector< vector<int> > &next, vector<weight> &mcost,
4     vector<int> &mark, weight &cost, bool &found) {
5     if (mark[v]) {
6         vector<int> temp = no;
7         found = true;
8         do {
9             cost += mcost[v];
10            v = prev[v];
11            if (v != s) {
12                while (comp[v].size() > 0) {
13                    no[comp[v].back()] = s;
14                    comp[s].push_back(comp[v].back());
15                    comp[v].pop_back();
16                }
17            }
18        } while (v != s);
19        forall(j, comp[s]) if (*j != r) forall(e, h[*j])
20            if (no[e->src] != s) e->w -= mcost[ temp[*j] ];
21    }
22    mark[v] = true;
23    forall(i, next[v]) if (no[*i] != no[v] && prev[no[*i]] == v)
24        if (!mark[no[*i]] || *i == s)
25            visit(h, *i, s, r, no, comp, prev, next, mcost, mark, cost, found)
26            ;
27 }
28 weight minimumSpanningArborescence(const graph &g, int r) {
29     const int n = sz(g);
30     graph h(n);
31     forn(u, n) forall(e, g[u]) h[e->dst].pb(*e);
32     vector<int> no(n);

```

```

32     vector<vector<int> > comp(n);
33     forn(u, n) comp[u].pb(no[u] = u);
34     for (weight cost = 0; ; ) {
35         vector<int> prev(n, -1);
36         vector<weight> mcost(n, INF);
37         forn(j, n) if (j != r) forall(e, h[j])
38             if (no[e->src] != no[j])
39                 if (e->w < mcost[ no[j] ])
40                     mcost[ no[j] ] = e->w, prev[ no[j] ] = no[e->src];
41         vector< vector<int> > next(n);
42         forn(u, n) if (prev[u] >= 0)
43             next[ prev[u] ].push_back(u);
44         bool stop = true;
45         vector<int> mark(n);
46         forn(u, n) if (u != r && !mark[u] && !comp[u].empty()) {
47             bool found = false;
48             visit(h, u, u, r, no, comp, prev, next, mcost, mark, cost, found);
49             if (found) stop = false;
50         }
51         if (stop) {
52             forn(u, n) if (prev[u] >= 0) cost += mcost[u];
53             return cost;
54         }
55     }
56 }

```

7.13. Hungarian

```

1 #define MAXN 256
2 #define INFTO 0x7f7f7f7f
3 int n;
4 int mt[MAXN][MAXN]; // Matriz de costos (X * Y)
5 int xy[MAXN], yx[MAXN]; // Matching resultante (X->Y, Y->X)
6 int lx[MAXN], ly[MAXN], slk[MAXN], slkx[MAXN], prv[MAXN];
7 char S[MAXN], T[MAXN];
8 void updtree(int x) {
9     forn(y, n) if (lx[x] + ly[y] - mt[x][y] < slk[y]) {
10         slk[y] = lx[x] + ly[y] - mt[x][y];
11         slkx[y] = x;
12     } }
13 int hungar() { // Matching maximo de mayor costo en grafos dirigidos (N^3)
14     forn(i, n) {
15         ly[i] = 0;

```

```

16     lx[i] = *max_element(mt[i], mt[i]+n); }
17     memset(xy, -1, sizeof(xy));
18     memset(yx, -1, sizeof(yx));
19     forn(m, n) {
20         memset(S, 0, sizeof(S));
21         memset(T, 0, sizeof(T));
22         memset(prv, -1, sizeof(prv));
23         memset(slk, 0x7f, sizeof(slk));
24         queue<int> q;
25 #define bpone(e, p) { q.push(e); prv[e] = p; S[e] = 1; updtree(e); }
26         forn(i, n) if (xy[i] == -1) { bpone(i, -2); break; }
27         int x=0, y=-1;
28         while (y!=-1) {
29             while (!q.empty() && y!=-1) {
30                 x = q.front(); q.pop();
31                 forn(j, n) if (mt[x][j] == lx[x] + ly[j] && !T[j]) {
32                     if (yx[j] == -1) { y = j; break; }
33                     T[j] = 1;
34                     bpone(yx[j], x);
35                 }
36             }
37             if (y!=-1) break;
38             int dlt = INFTO;
39             forn(j, n) if (!T[j]) dlt = min(dlt, slk[j]);
40             forn(k, n) {
41                 if (S[k]) lx[k] -= dlt;
42                 if (T[k]) ly[k] += dlt;
43                 if (!T[k]) slk[k] -= dlt;
44             }
45             forn(j, n) if (!T[j] && !slk[j]) {
46                 if (yx[j] == -1) {
47                     x = slkx[j]; y = j; break;
48                 } else {
49                     T[j] = 1;
50                     if (!S[yx[j]]) bpone(yx[j], slkx[j]);
51                 }
52             }
53         }
54         if (y!=-1) {
55             for(int p = x; p != -2; p = prv[p]) {
56                 yx[y] = p;
57                 int ty = xy[p]; xy[p] = y; y = ty;
58             }

```

```

59         } else break;
60     }
61     int res = 0;
62     forn(i, n) res += mt[i][xy[i]];
63     return res;
64 }

```

8. Network Flow

8.1. Dinic

```

1  int nodes, src, dest;
2  int dist[MAX], q[MAX], work[MAX];
3
4  struct Edge {
5      int to, rev;
6      ll f, cap;
7      Edge(int to, int rev, ll f, ll cap) : to(to), rev(rev), f(f), cap(cap)
8          {}
9  };
10 vector<Edge> G[MAX];
11
12 // Adds bidirectional edge
13 void addEdge(int s, int t, ll cap){
14     G[s].push_back(Edge(t, G[t].size(), 0, cap));
15     G[t].push_back(Edge(s, G[s].size()-1, 0, 0));
16 }
17
18 bool dinic_bfs() {
19     fill(dist, dist + nodes, -1);
20     dist[src] = 0;
21     int qt = 0;
22     q[qt++] = src;
23     for (int qh = 0; qh < qt; qh++) {
24         int u = q[qh];
25         forall(e, G[u]){
26             int v = e->to;
27             if(dist[v]<0 && e->f < e->cap){
28                 dist[v]=dist[u]+1;
29                 q[qt++]=v;
30             }
31         }

```



```

32 }
33 return dist[dest] >= 0;
34 }
35
36 ll dinic_dfs(int u, ll f) {
37     if (u == dest) return f;
38     for (int &i = work[u]; i < (int) G[u].size(); i++) {
39         Edge &e = G[u][i];
40         if (e.cap <= e.f) continue;
41         int v = e.to;
42         if (dist[v] == dist[u] + 1) {
43             ll df = dinic_dfs(v, min(f, e.cap - e.f));
44             if (df > 0) {
45                 e.f += df;
46                 G[v][e.rev].f -= df;
47                 return df;
48             }
49         }
50     }
51     return 0;
52 }
53
54 ll maxFlow(int _src, int _dest) { //O(V^2 E) <
55     src = _src;
56     dest = _dest;
57     ll result = 0;
58     while (dinic_bfs()) {
59         fill(work, work + nodes, 0);
60         while (ll delta = dinic_dfs(src, INF))
61             result += delta;
62     }
63
64     // todos los nodos con dist[v] != -1 vs los que tienen dist[v] == -1
65     // forman el min cut
66
67     return result;
68 }

```

8.2. Konig

```

1 // asume que el dinic YA ESTA tirado
2 // asume que nodes-1 y nodes-2 son la fuente y destino

```

```

3 int match[maxnodes]; // match[v]=u si u-v esta en el matching, -1 si v
  // no esta matcheado
4 int s[maxnodes]; // numero de la bfs del konig
5 queue<int> kq;
6 // s[e]%2==1 o si e esta en V1 y s[e]==-1-> lo agarras
7 void koning() { //O(n)
8     for (v, nodes-2) s[v] = match[v] = -1;
9     for (v, nodes-2) for (it, g[v]) if (it->to < nodes-2 && it->f > 0)
10         { match[v] = it->to; match[it->to] = v; }
11     for (v, nodes-2) if (match[v] == -1) { s[v] = 0; kq.push(v); }
12     while (!kq.empty()) {
13         int e = kq.front(); kq.pop();
14         if (s[e] % 2 == 1) {
15             s[match[e]] = s[e] + 1;
16             kq.push(match[e]);
17         } else {
18
19             for (it, g[e]) if (it->to < nodes-2 && s[it->to] == -1) {
20                 s[it->to] = s[e] + 1;
21                 kq.push(it->to);
22             }
23         }
24     }
25 }

```

8.3. Edmonds Karp's

```

1 #define MAX_V 1000
2 #define INF 1e9
3 //special nodes
4 #define SRC 0
5 #define SNK 1
6 map<int, int> G[MAX_V]; //limpiar esto
7 //To add an edge use
8 #define add(a, b, w) G[a][b] = w
9 int f, p[MAX_V];
10 void augment(int v, int minE) {
11     if (v == SRC) f = minE;
12     else if (p[v] != -1) {
13         augment(p[v], min(minE, G[p[v]][v]));
14         G[p[v]][v] -= f; G[v][p[v]] += f;
15     }
16 }

```

```

17 ll maxflow(){//O(VE^2)
18     ll Mf=0;
19     do{
20         f=0;
21         char used[MAX_V]; queue<int> q; q.push(SRC);
22         zero(used), memset(p, -1, sizeof(p));
23         while(sz(q)){
24             int u=q.front(); q.pop();
25             if(u==SNK) break;
26             forall(it, G[u])
27                 if(it->snd>0 && !used[it->fst])
28                     used[it->fst]=true, q.push(it->fst), p[it->fst]=u;
29         }
30         augment(SNK, INF);
31         Mf+=f;
32     }while(f);
33     return Mf;
34 }

```

8.4. Push-Relabel $O(N^3)$

```

1 #define MAX_V 1000
2 int N; //valid nodes are [0...N-1]
3 #define INF 1e9
4 //special nodes
5 #define SRC 0
6 #define SNK 1
7 map<int, int> G[MAX_V];
8 //To add an edge use
9 #define add(a, b, w) G[a][b]=w
10 ll excess[MAX_V];
11 int height[MAX_V], active[MAX_V], count[2*MAX_V+1];
12 queue<int> Q; void enqueue(int v) { if (!active[v] && excess[v] > 0)
    active[v]=true, Q.push(v); }
13 void push(int a, int b) { int amt=min(excess[a], ll(G[a][b])); if (height[a]<=
    height[b] || amt==0) return; G[a][b]-=amt, G[b][a]+=amt, excess[b]+=amt,
    excess[a]-=amt; enqueue(b); }
14 void gap(int k) { for (v=N; v>0; v--) { if (height[v]<k) continue; count[height[v]]--;
    height[v]=max(height[v], N+1); count[height[v]]++; enqueue(v); } }
15 void relabel(int v) { count[height[v]]--; height[v]=2*N; for (it=G[v].begin(); it!=G[v].end(); it++) {
    int u=it->fst; height[v]=min(height[v], height[u]+1); count[height[v]]++; enqueue(v); } }

```

```

16 11 maxflow(){zero(height),zero(active),zero(count),zero(excess);count
    [0]=N-1;count[N]=1;height[SRC]=N;active[SRC]=active[SNK]=true;forall
    (it,G[SRC]){excess[SRC]+=it->snd;push(SRC,it->fst);}while(sz(Q)){int
    v=Q.front();Q.pop();active[v]=false;forall(it,G[v])push(v,it->fst);
    if(excess[v]>0)count[height[v]]==1?gap(height[v]):relabel(v);}11 mf
    =0;forall(it,G[SRC])mf+=G[it->fst][SRC];return mf;}

```

8.5. Min-cost Max-flow

```

1 struct edge {
2     int u, v;
3     ll cap, cost, flow;
4     ll rem() { return cap - flow; }
5 };
6 int n;//numero de nodos
7 vector<int> G[MAXN];
8 vector<edge> e;
9 void addEdge(int u, int v, ll cap, ll cost) {
10     G[u].pb(si(e)); e.pb((edge){u,v,cap,cost,0});
11     G[v].pb(si(e)); e.pb((edge){v,u,0,-cost,0});
12 }
13 ll pot[MAXN], dist[MAXN], pre[MAXN], cap[MAXN];
14 ll mxFlow, mnCost;
15 void flow(int s, int t) {
16     fill(pot, pot+n, 0);
17     mxFlow=mnCost=0;
18     while(1){
19         fill(dist, dist+n, INF); dist[s] = 0;
20         fill(pre, pre+n, -1); pre[s]=0;
21         fill(cap, cap+n, 0); cap[s] = INF;
22         priority_queue<pair<ll,int> > q; q.push(mkp(0,s));
23         while (!q.empty()) {
24             pair<ll,int> top = q.top(); q.pop();
25             int u = top.second, d = -top.first;
26             if (u == t) break;
27             if (d > dist[u]) continue;
28             forn(i,si(G[u])) {
29                 edge E = e[G[u][i]];
30                 int c = E.cost + pot[u] - pot[E.v];
31                 if (E.rem() && dist[E.v] > dist[u] + c) {
32                     dist[E.v] = dist[u] + c;
33                     pre[E.v] = G[u][i];
34                     cap[E.v] = min(cap[u], E.rem());

```

```

35     q.push(mkp(-dist[E.v], E.v));
36 }
37 }
38 }
39 if (pre[t] == -1) break;
40 forn(u,n)
41     if (dist[u] == INF) pot[u] = INF;
42     else pot[u] += dist[u];
43 mxFlow +=cap[t];
44 mnCost +=cap[t]*pot[t];
45 for (int v = t; v != s; v = e[pre[v]].u) {
46     e[pre[v]].flow += cap[t];
47     e[pre[v]^1].flow -= cap[t];
48 }
49 }
50 }

```

9. Ayudamemoria

Leer hasta fin de linea

```

1 #include <sstream>
2 //hacer cin.ignore() antes de getline()
3 while(getline(cin, line)){
4     istringstream is(line);
5     while(is >> X)
6         cout << X << " ";
7     cout << endl;
8 }

```

Doubles Comp.

```

1 const double EPS = 1e-9;
2 x == y <=> fabs(x-y) < EPS
3 x > y <=> x > y + EPS
4 x >= y <=> x > y - EPS

```

Limites

```

1 #include <limits>
2 numeric_limits<T>::max() ::min() ::epsilon()

```

Muahaha

```

1 #include <signal.h>
2 void divzero(int p){
3     while(true);}
4 void segm(int p){
5     exit(0);}
6 //in main
7 signal(SIGFPE, divzero);
8 signal(SIGSEGV, segm);

```

Mejorar velocidad

```

1 ios::sync_with_stdio(0);

```

Mejorar velocidad 2

```

1 //Solo para enteros positivos
2 inline void Scanf(int& a){
3     char c = 0;
4     while(c<33) c = getc(stdin);
5     a = 0;
6     while(c>33) a = a*10 + c - '0', c = getc(stdin);
7 }

```

Leer del teclado

```

1 freopen("/dev/tty", "a", stdin);

```

File setup

```

1 //tambien se pueden usar comas: {a, x, m, l}
2 touch {a..l}.in; tee {a..l}.cpp < template.cpp

```